Nintendo

GAME BOY COLOR

DMG-AYDE-USA

STAR WARS YODA STORIES™

THQ™

LUCAS ARTS

INSTRUCTION BOOKLET

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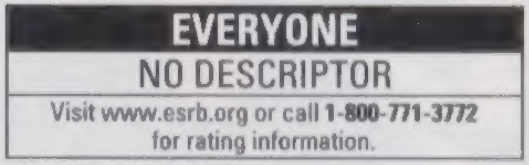

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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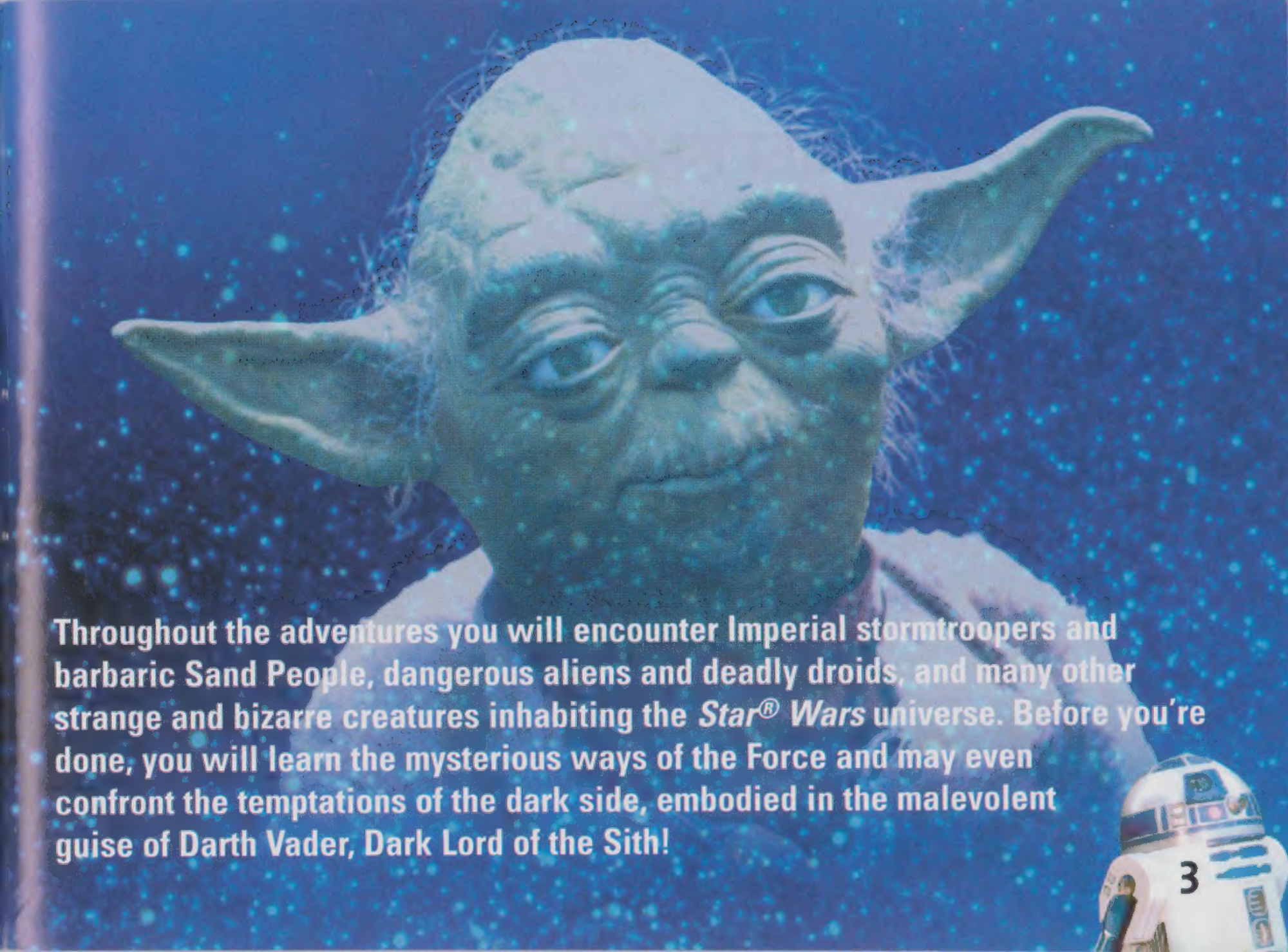
INTRODUCTION

STAR WARS

YODA STORIES™

WELCOME TO *Yoda™ Stories*!

You will assume the role of young Luke Skywalker in the middle of his training with Jedi Master Yoda. At the start of each game, Luke will consult Yoda. He knows where trouble is brewing and will devise a test for you. Yoda will also give you the first item needed to begin. It is then up to you to explore, trade, and fight your way through exotic terrain to meet Yoda's challenge.



Throughout the adventures you will encounter Imperial stormtroopers and barbaric Sand People, dangerous aliens and deadly droids, and many other strange and bizarre creatures inhabiting the *Star® Wars* universe. Before you're done, you will learn the mysterious ways of the Force and may even confront the temptations of the dark side, embodied in the malevolent guise of Darth Vader, Dark Lord of the Sith!

GETTING STARTED

1. Turn OFF the power switch on your Nintendo Game Boy. Never insert or remove a Game Pak when the power is on.

2. Insert the *Yoda Stories* Game Pak into the slot on the Game Boy. To lock the Game Pak in place, press firmly.

3. Turn ON the power switch. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)

PASSWORDS

Select Passwords to return to a previously saved game (you must complete at least one stage to receive a password).

To enter a password, press the Control Pad ↑/↓ to select a letter, then press → so the cursor moves to the next space. Enter the next letter by pressing ↑/↓ and move to the last space. Once all three letters have been entered correctly, press → to highlight OK. Press the A Button to confirm the password and resume your game.

New Game

Highlight this option to begin your adventure.

CONTROLS

A BUTTON

B BUTTON

CONTROL PAD

SELECT

START

Control Pad
- Walk

A Button
- Attack

B Button
- Push/pull item (hold + Control Pad)
- Pick up flashing item

Select
- Toggle Locator display

Start
- Toggle Inventory display
- Pause game

GAME SCREEN

The playing area is comprised of two sections – the Gameplay area and the Task Bar. The Gameplay area is where all the action takes place, while the Task Bar shows important information while on your quest:

Health Meter

The Health Meter appears in the middle of the Task Bar. It will gradually change from white to black, with white indicating how much health Luke has left. Watch out – when the meter is all white, the game is over!

Compass

The arrow cluster to the right of Luke's Health Meter is the Compass. Luke can travel in the direction of the white arrows to reach nearby areas of the game world. If an arrow is shaded, then there is no connecting terrain and Luke cannot travel in that direction.

Note: Sometimes Luke will be unable to enter a different area, even when the arrow is white. Usually, some unseen obstacle is in the way. When this happens, move along the border and try again.

Item Display

This shows which items Luke currently has equipped. Make sure Luke is always armed – you never know what kind of creature he might run into next!

PLAYING THE GAME

To move Luke around the game world, use the Control Pad. Luke will walk in the direction pressed, unless an obstacle is blocking his path.

As you play the game, you will come across many objects you can interact with.

- To activate floor switches – Stand on them.
- To activate wall-switches – Bump into them.
- To open unlocked doors – Bump into them.
- To enter a house, hut, or cave – Move Luke into the opening.
- To walk into adjacent areas of the game world – Walk through the edge of the screen.

Note: Occasionally, you may find your path blocked by friendly creatures. If you're impatient for them to move out of the way, you can attack them. No true Jedi would ever do such a thing, of course!

As Luke battles through the game, the creatures and enemies he encounters will inflict damage. By finding first aid kits, bacta fluid, mushrooms, and other medicines scattered throughout the galaxy, Luke can heal himself.

To heal Luke, press START to view the Inventory screen. Use the Control Pad to select a remedy icon in your inventory, then press the A Button to confirm. Then press the A Button again to use the item. Also, Luke can find a medical droid in each spaceport who will restore Luke's health completely whenever he's seriously hurt.

Talking to People

To talk to characters in the game, move Luke towards a character and bump into him. If a character has something to say, a dialogue balloon will appear. Scroll the text by pressing the Control Pad ↑/↓. Once you have scrolled through the whole message, press the B Button to close the window.

Note: The screen will change color when talking to people.

Picking Up and Using Items

Luke's world is full of useful things. To pick up an item, bump into it as you would a character. The item will begin to flash. Press the B Button to pick up the item and store it in your inventory. The items you collect can be used to open doors, activate vehicles, trade for other items, and so on.

To use an item:

- Locate its icon in your inventory, move the cursor over it using the Control Pad, and press the A Button. You will now see that item in front of Luke.
- Move the item to the spot where you wish to use it and press the A Button again. If you're using the correct item in the right location, something will happen.
- You must stand as close as possible to the location where you want to use an item in order to get results.

Using Weapons

Luke's lightsaber is always available and will be in his inventory at the start of each game. You can also find other, more powerful weapons throughout the world.

To ready a weapon for action, select its icon in your inventory, and press the A Button. To wield a weapon, aim Luke in the direction you wish to attack, and press the A Button. Be careful! Luke can attack in all directions with his lightsaber, but only vertically and horizontally with shooting weapons.

The lightsaber is only effective at short range, but it never runs out of energy. Other weapons have longer ranges, but they gradually lose their power.

As you use these weapons you'll see the Power Bar, to the right of the Weapon Icon, start to decline. When the current weapon is spent, it will be replaced by another weapon of the same type (if one is available in your Inventory). Otherwise your lightsaber will be readied automatically.

POWER BAR

THE FORCE

As a young Jedi, Luke is attuned to the Force, an energy field generated by all living things, binding the galaxy together. The Force is very powerful, but tricky and uncertain. Luke can "learn" the ways of the Force by seeking out his old friend Obi-Wan Kenobi in special places where the Force is strongest – there's always at least one in each world.

Once Luke has the Force, he can use it to pick up some objects he can't otherwise reach, occasionally push and pull objects at a distance, and sometimes influence weak minds to assist him. Equip and use the Force as you would a weapon, by aiming at a target and pressing the A Button.

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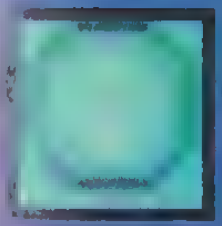
TERRAIN LOCATOR

One of the most important things to find at the start of each game is the Terrain Locator. It will always be hidden somewhere near the starting Spaceport. Once you obtain it, you can examine the map by pressing Select.

The map shows the entire world Luke is exploring, with his current position marked by a blinking, white circle. By using the Terrain Locator, you can keep track of your progress as well as plan your next move. To return to the game, press Start.

By traveling through the game world, the areas Luke has already visited will become brighter. When you arrive in special areas, the map will mark them with special symbols. On the following pages you'll find a description of the symbols and what they represent.

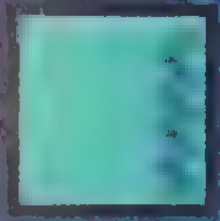


Spaceport

This is Luke's home base for whichever planet he's on. After talking with Yoda, you'll start your adventure here. Be sure to talk to everyone you encounter. Usually there's a trader nearby, willing to barter some helpful items for junk. You'll also find the medical droid, 2-1B, who'll be glad to patch you up when you're hurt.

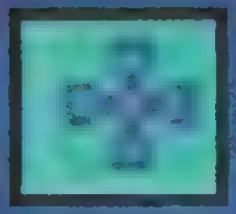
Puzzles

Luke will have to solve several puzzles to finish each game. Their locations are marked by jigsaw puzzle piece symbols. Until a puzzle is solved, the symbol will remain shaded and outlined. Once a solution is found, the symbol will become highlighted.



Blockade

A blockade is a puzzle that keeps you from entering some areas of the game world until you find a solution. Each blockade shows on the map as a solid wall until it's been breached – after that, an opening appears.

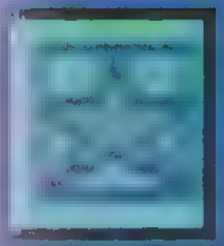


Teleport Stations

Scattered throughout the map are mystical devices that enable Luke to jump quickly from one area to the next. Look for stone platforms with strange glyphs carved in them. Some of these stations are active the first time you see them. You must solve puzzles to activate other stations. Once Luke has the Locator in his possession:

- Step on a glyph to automatically view the map.
- All active destinations will be visible and highlighted.
- Move the cursor to the symbol for any station and press Start.
- Luke will now be in the new area!

Note: If you're lucky, stations will be placed to teleport you from one end of the world to the other. Sometimes they're not positioned in a useful manner. On smaller worlds, there may not be any stations at all.



The Final Chapter

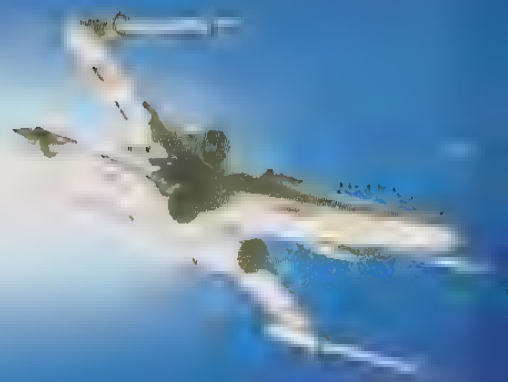
This symbol represents the area where the final showdown will take place, depending on Luke's task. You may come across The Final Chapter before Luke has gathered the appropriate items, so make sure you're ready when you decide to try for the final prize.

More about the Terrain Locator

One of the handiest features of the map is its clue system. Once you discover an area, view the map.

- Move the cursor over any of the puzzle piece symbols. A hint balloon will appear, detailing exactly what you need to solve that particular puzzle.
- Blockades don't give hints.

LEVELS



Level 1

Planet type: Desert
Item from Yoda: Power Coupling
Mission: Jabba's agents have impounded the *Millennium Falcon*. Rescue Han Solo and free the *Falcon* or the Rebellion is doomed.

Level 2

Planet type: Forest
Item from Yoda: Holocomm
Mission: The Empire is building a new battle station! You must seek out its location and destroy it.

Level 3

Planet type: Snow
Item from Yoda: Red Key Card
Mission: The Empire is building a hidden factory to produce stormtrooper droids! Find the factory and destroy it before it turns the tide of battle against the Rebellion.

Level 4

Planet type: Forest
Item from Yoda: Blumfruit
Mission: An Imperial relay station threatens the survival of the Rebellion! Destroy the station or the Imperials will triumph.

Level 5

Planet type: Desert
Item from Yoda: Fusion Welder
Mission: Imperial troops have taken over a mining colony. Find the crystal used to make lightsabers before they do.

Level 6

Planet type: Snow
Item from Yoda: Binoculars
Mission: One of the Rebellion's top generals has been kidnapped by stormtroopers. Rescue him before Darth Vader can force him to reveal the Rebellion's secret battle plans!

LEVEL 7

Planet type: Desert
Item from Yoda: Hydrospanner
Mission: A powerful Sith amulet has been found by Imperial troops!
You must retrieve it before Darth Vader can use the amulet
for great evil.

LEVEL 8

Planet type: Forest
Item from Yoda: Sensor Pak
Mission: A Rebel spy has stolen important codes from an Imperial base!
Find the spy and retrieve the plans before Vader finds him.

Level 9

Planet type: Forest
Item from Yoda: Power Converter
Mission: The Ewoks have lost their Lantern of Sacred Light! If you don't find it, they won't be able to fulfill their destiny of saving the Rebel forces.

Level 10

Planet type: Desert
Item from Yoda: Purple Key Card
Mission: Han Solo has been captured and frozen in carbonite! You must free Han from the evil clutches of Jabba the Hutt.

Level 11

Planet type: Snow
Item from Yoda: Bar of Durnsteel
Mission: The Imperial fleet has discovered the location of a hidden Rebel base! Hurry and warn the Rebels before they are attacked.

Level 12

Planet type: Desert
Item from Yoda: Electroscope
Mission: C-3PO has been dismantled by Sand People! Find his parts and deal with the Jawas in order to get him reassembled.

Level 13

Planet type: Forest
Item from Yoda: Breathing Mask
Mission: Princess Leia is missing! You must find her before the Imperials do.

Level 14

Planet type: Snow
Item found on Dagobah: Anti Grav Generator
Mission: Yoda has been kidnapped by Darth Vader. Find him and rescue him as soon as possible.

Level 15

Planet Type: Snow

Item from Yoda: Hydrospanner

Mission: A cloning chamber, a relic of the Clone Wars, has been found! You must seek it out before it can bring harm to the galaxy.

NOTES

NOTES

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THQ Inc.
Customer Service Department
27001 Agoura Rd., Suite 270
Calabasas, CA 91301

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THQ INC.
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Calabasas Hills, CA 91301

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